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# Changeling



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This fan-fiction article, **Changeling**, was written by [Adalwulf of Aedirn](#). Please do not edit this fiction without the writer's permission.

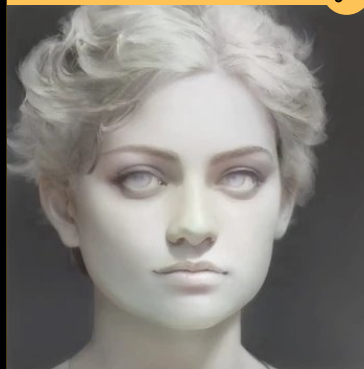
The **Changlings** are a curious offshoot of humans. They are governed by the [Archfey](#) and live by the [Rules of the Fey](#).

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## Changeling



## Taxonomy

**Classification** Heteromorphic Race

# Physiology

## Physical Traits

**Changelings** are naturally capable of Fey Glamour magic, which they use to disguise themselves as normal looking humans. In there true form they look like humanoids with skin and hair the color of white chalk, their eyes are as white as their sclera making them appear to not have pupils or irises. A transformed **changeling** looks like just about any other human but they have some features that lean towards the off putting like, they unknowingly tend to smile a bit too wide and for too long, as well as staring at people (especially those that have caught their interest) as well. As well as their behavior which follows the **Rules of the Fey**, they are polite and generous at the surface level but like most Fey this serves as a trap for mortals who they would love to see enslaved or trapped into their culture.

	Archfey-Human Hybrid
Species	Human, with Archfey genes
Physiology	
Height	Varies
Weight	Varies
Hide	Snow white skin in base form
Eyes	Varies
Ecology	
Lifespan	Comfortably around a century if not more (outside of Tir ná nÓg) Several centuries (in Tir ná nÓg and other magically rich places)
Intelligence	Human level
Diet	Omnivorous

## Culture

**Changelings** have an species wide affection that borderlines on obsession with humans, whom are their main targets to trick or try to mate with them. Because of this the Republic of Mages diplomatic officers are well versed in identifying a **Changeling**.

## Abilities



- Fairy-Human Physiology:
  - Interbreeding** (Selective): Changelings can breed with each other or humans, though they prefer the latter in most cases their are cases of Changelings preferring it the other way around. The result of the union is always the same: a baby **changeling**.
  - Shapeshifting (Limited, can only take on the appearance of different humans, though there are exceptions to the majority)**: All Changelings have the power to alter their form and appearance to different humans and in some rare cases other humanoids.
  - Vocal Replication**: All **Changelings** can mimic any sound they hears using their voice.
  - Voice Manipulation**: All **Changelings** can freely manipulate their voice, allowing them to control their voices to imitate sounds of creatures such as animal noises and explosions or increase or decrease the tone of their voice.
- Trained Abilities (Changelings usually are either assassins or spies, in very few cases are they both.)
  - Enhanced Assassination: Changelings** are usually skilled in the art of assassination, able to dispatch their victims without so much of a struggle or even having to be near them and cover their tracks. This is because most of them are trained since childhood in the ways of the assassin. The ways they can do this range from something complex and finesse-based like mastery of stealth, strategically and tactically planned scenarios, expertise in martial arts, and proficiency with weaponry to something simpler and more force-based like herculean strength and lightning speed to overwhelm their targets.
    - Acting Mastery:**
    - Assassination Mastery:**
    - Disguise Mastery:**
    - Intuitive Aptitude:**

- **Hunting Intuition:**
- **Killing Intuition:**
- **Psychological Intuition:**
  - **Body Language Analysis:**
    - **Combat Perception:**
  - **Intimidation Intuition:**
    - **Killing Intent:**
- **Power Perception:** **Changelings** can detect/perceive or instantly and innately know a being's stats, including but not limited to: powers, abilities, strengths, weaknesses, characteristics, attributes, and capabilities.
- **Enhanced Spying:** **Changelings** possesses the knowledge, skills, and prowess of a spy, an individual who can tail, surveil, and spy on anyone without them knowing/noticing, gather large amounts of Intel, accurately map out areas, and easily sabotage plans, traps, etc. This is because most of them are trained since childhood in the ways of the spy.
  - **Body Language Analysis:** **Changelings** can intuitively read others' body language and expression, allowing them to anticipate their actions and respond accordingly, often allowing **Changelings** to predict their opponent's attacks.
  - **Combat Perception:** **Changelings** can instantly understand an opponent's method of thinking and fighting, allowing them to anticipate the moves of the opponent. Once they understand their enemies' strategy, they are able to find their flaws and weakness and take them down with little effort. Generally, though the average Changeling does not use it as part of their primary fighting style, it is helpful in emergencies against difficult opponents where ordinary methods will not work against them.
  - **Con Artist:** Changelings are natural con artists, expert liars and cheaters skilled with illusions of falsehood. The con artist can run large scam operations for a bit of people's money or misplaced support.
  - **Disguise Mastery:**
  - **Distance Sense:**
  - **Escape Artistry:**
  - **Infiltration Tactics:**

## Behaviors

TBA

### Notable Changelings

Portrait	Name	Profession	Allegiance	Preferred Gender
	Orx Vom Oss	Spy (Head of the Kingdom spy division)	Kingdom of the Golden Oak Forest, brother of Sim Lokt Oss	Male
		Assassin	Kingdom of the	



Sim Lokt Oss	(Head of the Kingdom assassin division)	Golden Oak Forest, sister of Orx Vom Oss	Female
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## Notes

- The article is free to edit.

## Trivia

- The Changeling race is loosely based off of its DND counterpart of the same name.

## Categories



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